Dungeon Master's monster guide

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Encounter table Act 1

Ambush Drake
Medium Dragon, Unaligned
Armor Class *13 (natural armor)*
Hit Points *22 (4d6 + 8)*
Speed *30 ft.*

STR	DEX	CON	INT	WIS	CHA
13 (+1)	15 (+2)	14 (+2)	4 (-3)	11 (+0)	6 (-2)

Skills *Perception +4, Stealth +4*
Damage Resistance *poison*
Senses *darkvision 60 ft., tremorsense 60 ft., passive Perception 11*
Languages *understands Draconic, but can't speak it*

Pack Tactics. The drake has advantage on an attack roll against a creature if at least one of the drake's allies is within 5 feet of the creature and the ally isn't incapacitated.

Action
Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) piercing damage.

Animated Flying Sword
Small Construct, Unaligned
AC *17* ***Initiative*** *+4 (14)*
HP *14 (4d6)*
Speed *5 ft.,* ***fly*** *50 ft. (hover)*

STR	DEX	CON	INT	WIS	CHA
12 (+1)	15 (+2)	11 (+1)	1 (-5)	5 (-3)	1 (-5)

Immunities *Poison, Psychic; Charmed, Deafened, Exhaustion, Frightened, Paralyzed, Petrified, Poisoned*

Senses *Blindsight 60 ft., Passive Perception 7*
Languages --

Actions

Slash. Melee Attack Roll: +4, reach 5 ft. Hit: 6 (1d8 + 2) Slashing damage.

Bandit
Medium Humanoid *(Any Race), Any Non-Lawful Alignment*
Armor Class *12 (leather armor)* ***Hit Points*** *11 (2d8 + 2)* ***Speed*** *30 ft.*

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	12 (+1)	10 (+0)	10 (+0)	10 (+0)

Senses *Passive Perception 10*
Languages *Any one language (usually Common)*

Actions
Scimitar. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

Light Crossbow. Ranged Weapon Attack: +3 to hit, range 80 ft./320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Bugbear Warrior

Medium Fey *(Goblinoid), Chaotic Evil*
AC *14* ***Initiative*** *+2 (12)* ***HP*** *33 (6d8 + 6)* ***Speed*** *30 ft.*

STR	DEX	CON	INT	WIS	CHA
15 (+2)	14 (+2)	13 (+1)	8 (-1)	11 (+0)	9 (-1)

Skills *Stealth +6, Survival +2*
Senses *Darkvision 60 ft., Passive Perception 10*
Language*s Common, Goblin*

Traits
Abduct. The bugbear needn't spend extra movement to move a creature it is grappling.

Actions
Grab. Melee Attack Roll: +4, reach 10 ft. Hit: 9 (2d6 + 2) Bludgeoning damage. If the target is a Medium or smaller creature, it has the Grappled condition (escape DC 12).

Light Hammer. Melee or Ranged Attack Roll: +4 (with Advantage if the target is Grappled by the bugbear), reach 10 ft. or range 20/60 ft. Hit: 9 (3d4 + 2) Bludgeoning damage.

Carrion Crawler
Large Monstrosity, Unaligned
AC *13* ***Initiative*** *+1 (11)* ***HP*** *51 (6d10 + 18)* ***Speed*** *30 ft., climb 30 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
14 (+2)	*13 (+1)*	*16 (+3)*	*1 (-5)*	*12 (+1)*	*5 (-3)*

Skills *Perception +5*
Sense*s Darkvision 60 ft., Passive Perception 15*

Spider Climb. The carrion crawler can climb difficult surfaces, including along ceilings, without needing to make an ability check.

Multiattack.
The carrion crawler uses Paralyzing Tentacles and makes one Bite attack.
Bite*. Melee Attack Roll: +4, reach 5 ft. Hit: 7 (2d4 + 2) Piercing damage plus 3 (1d6) Poison damage.*
Paralyzing Tentacles*. Constitution Save: DC 12, one creature the carrion crawler can see within 10 feet.* ***Failure:*** *The target has the Poisoned condition and repeats the save at the end of each of its turns, ending the effect on itself on a success. After 1 minute, it succeeds automatically. While Poisoned, the target has the Paralyzed condition.*

Cultist
Medium Humanoid (Any Race), Any Non-Good Alignment
Armor Class *12 (leather armor)* ***Hit Points*** *9 (2d8)* ***Speed*** *30 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
11 (+0)	*12 (+1)*	*10 (+0)*	*10 (+0)*	*11 (+0)*	*10 (+0)*

Skills *Deception +2, Religion +2* ***Senses*** *Passive Perception 10*
Languages *Any one language (usually Common)*
Proficiency Bonus +2

Dark Devotion*. The cultist has advantage on saving throws against being charmed or frightened.*

Actions
Scimitar. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 1) slashing damage.

Giant Centipede
Small Beast, Unaligned
Armor Class *13 (natural armor)* ***Hit Points*** *4 (1d6 + 1)* ***Speed*** *30 ft., climb 30 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
5 (-3)	*14 (+2)*	*12 (+1)*	*1 (-5)*	*7 (-2)*	*3 (-4)*

Senses *Blindsight 30 ft., Passive Perception 8* ***Proficiency Bonus*** *+2*

Actions
Bite. Melee Weapon Attack: +4 to hit, reach 5 ft., one creature. Hit: 4 (1d4 + 2) piercing damage, and the target must succeed on a DC 11 Constitution saving throw or take 10 (3d6) poison damage. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.

Giant Spider
Large Beast, Unaligned
Armor Class *14 (natural armor)* ***Hit Points*** *26 (4d10 + 4)* ***Speed*** *30 ft., climb 30 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
14 (+2)	*16(+3)*	*12 (+1)*	*2 (-4)*	*11 (+0)*	*4 (-3)*

Skills *Stealth +7 ,* ***Blindsight*** *10 ft.,* ***Darkvision*** *60 ft.,*
Passive Perception *10*
Proficiency Bonus *+2*

Traits
The spider can climb difficult surfaces, including upside down on ceilings, without needing to make an ability check.While in contact with a web, the spider knows the exact location of any other creature in contact with the same web. The spider ignores movement restrictions caused by webbing.

Bite. *Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 7 (1d8 + 3) piercing damage, and the target must make a DC 11 Constitution saving throw, taking 9 (2d8) poison damage on a failed save, or half as much damage on a successful one. If the poison damage reduces the target to 0 hit points, the target is stable but poisoned for 1 hour, even after regaining hit points, and is paralyzed while poisoned in this way.*

Web *(Recharge 5–6). Ranged Weapon Attack: +5 to hit, range 30/60 ft., one creature. Hit: The target is restrained by webbing. As an action, the restrained target can make a DC 12 Strength check, bursting the webbing on a success. The webbing can also be attacked and destroyed (AC 10; hp 5; vulnerability to fire damage; immunity to bludgeoning, poison, and psychic damage).*

Goblin Boss
Small Fey (Goblinoid), Chaotic Neutral
AC *17 Initiative +2 (12)* ***HP*** *21 (6d6)* ***Speed*** *30 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
10 (+0)	*15 (+2)*	*10 (+0)*	*10 (+0)*	*8 (-1)*	*10 (+0)*

Skills *Stealth +6*
Senses *Darkvision 60 ft., Passive Perception 9* ***Languages*** *Common, Goblin*

Actions
Multiattack. *The goblin makes two attacks, using Scimitar or Shortbow in any combination.*

Scimitar. Melee Attack Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Slashing damage, plus 2 (1d4) Slashing damage if the attack roll had Advantage.

Shortbow. Ranged Attack Roll: +4, range 80/320 ft. Hit: 5 (1d6 + 2) Piercing damage, plus 2 (1d4) Piercing damage if the attack roll had Advantage.

Bonus Actions
Nimble Escape. The goblin takes the Disengage or Hide action.

Reactions
Redirect Attack. Trigger: A creature the goblin can see makes an attack roll against it. Response: The goblin chooses a Small or Medium ally within 5 feet of itself. The goblin and that ally swap places, and the ally becomes the target of the attack instead.

Goblin Warrior
Small Fey (Goblinoid), Chaotic Neutral
AC *15* ***Initiative*** *+2 (12)* ***HP*** *10 (3d6)* ***Speed*** *30 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
8 (-1)	*15 (+2)*	*10 (+0)*	*10 (+0)*	*8 (-1)*	*8 (-1)*

Stealth *+6* ***Darkvision*** *60 ft.,* ***Passive Perception*** *9* ***Languages*** *Common, Goblin*

Actions
Scimitar. *Melee Attack Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Slashing damage, plus 2 (1d4) Slashing damage if the attack roll had Advantage.*
Shortbow*. Ranged Attack Roll: +4, range 80/320 ft. Hit: 5 (1d6 + 2) Piercing damage, plus 2 (1d4) Piercing damage if the attack roll had Advantage.*

Bonus Actions
Nimble Escape. The goblin takes the Disengage or Hide action.

Gnoll Hunter
Medium Monstrosity, Typically Chaotic Evil
AC *13 (leather armor)* ***Initiative*** *+2 (12)* ***HP*** *22 (4d8 + 4)* ***Speed*** *30 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
14 (+2)	*14 (+2)*	*12 (+1)*	*8 (-1)*	*12 (+1)*	*8 (-1)*

Perception *+3,* ***Stealth*** *+4* ***Darkvision*** *60 ft.,* ***Passive Perception*** *13*
Languages *Gnoll*

Actions
Multiattack. *The gnoll makes two Bite, Spear, or Longbow attacks.*
Bite. *Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.*
Spear. *Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d6 + 2) piercing damage, or 6 (1d8 + 2) piercing damage when used with two hands to make a melee attack.*
Longbow. *Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage, and the target's speed is reduced by 10 feet until the end of its next turn.*

Bonus Actions
Rampage. After the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll moves up to half its speed and makes a Bite attack.

Gnoll Pack Lord
Medium humanoid (Gnoll), chaotic evil
Armor Class *15 (chain shirt)* ***Hit Point****s 49 (9d8 + 9)* ***Speed*** *30 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
16 (+3)	*14 (+2)*	*13 (+1)*	*8 (-1)*	*11 (+0)*	*9 (-1)*

Darkvision *60 ft.,* ***passive Perception*** *10* ***Languages*** *Gnoll*

Actions
Multiattack. *The gnoll makes two attacks, either with its glaive or its longbow, and uses its Incite Rampage if it can.*
Bite. *Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage.*
Glaive. *Melee Weapon Attack: +5 to hit, reach 10 ft., one target. Hit: 8 (1d10 + 3) slashing damage.*
Longbow. *Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.*

Bonus Actions
Rampage. After the gnoll reduces a creature to 0 hit points with a melee attack on its turn, the gnoll moves up to half its speed and makes a Bite attack.

Incite Rampage *(Recharge 5-6). One creature the gnoll can see within 30 feet of it can use its reaction to make a melee attack if it can hear the gnoll and has the Rampage trait.*

Gnoll Warrior
Medium Fiend, Chaotic Evil
AC *15* ***Initiative*** *+1 (11)* ***HP*** *27 (6d8)* ***Speed*** *30 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
14 (+2)	*12 (+1)*	*11 (+0)*	*6 (-2)*	*10 (+0)*	*7 (-2)*

Darkvision *60 ft.,* ***Passive Perception*** *10* ***Languages*** *Gnoll*

Actions
Rend. *Melee Attack Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Piercing damage.*
Bone Bow. *Ranged Attack Roll: +3, range 150/600 ft. Hit: 6 (1d10 + 1) Piercing damage.*

Bonus Actions
Rampage (1/Day). Immediately after dealing damage to a creature that is already Bloodied, the gnoll moves up to half its Speed, and it makes one Rend attack.

Gray Ooze
Medium Ooze, Unaligned
Armor Class *8* ***Hit Points*** *22 (3d8 + 9)* ***Speed*** *10 ft.,* ***climb*** *10 ft.*

STR	DEX	CON	INT	WIS	CHA
12 (+1)	6 (-2)	16 (+3)	1 (-5)	6 (-2)	2 (-4)

Stealth *+2*
Damage Resistances *Acid, Cold, Fire*
Condition Immunities *Blinded, Charmed, Deafened, Exhaustion, Frightened, Prone*
Blindsight *60 ft. (blind beyond this radius),* ***Passive Perception*** *8*

Traits
Amorphous. *The ooze can move through a space as narrow as 1 inch wide without squeezing.*
Corrode Metal. *Any nonmagical weapon made of metal that hits the ooze corrodes. After dealing damage, the weapon takes a permanent and cumulative −1 penalty to damage rolls. If its penalty drops to −5, the weapon is destroyed. Nonmagical ammunition made of metal that hits the ooze is destroyed after dealing damage.*

The ooze can eat through 2-inch-thick, nonmagical metal in 1 round.

False Appearance. *While the ooze remains motionless, it is indistinguishable from an oily pool or wet rock.*

Actions
Pseudopod. *Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) bludgeoning damage plus 7 (2d6) acid damage, and if the target is wearing nonmagical metal armor, its armor is partly corroded and takes a permanent and cumulative −1 penalty to the AC it offers. The armor is destroyed if the penalty reduces its AC to 10.*

Hobgoblin Warrior
Medium Fey (Goblinoid), Lawful Evil
AC *18* ***Initiative*** *+3 (13)* ***HP*** *11 (2d8 + 2)* ***Speed*** *30 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
13 (+1)	*12 (+1)*	*12 (+1)*	*10 (+0)*	*10 (+0)*	*9 (-1)*

Darkvision *60 ft.,* ***Passive Perception*** *10* ***Languages*** *Common, Goblin*

Traits

Pack Tactics. *The hobgoblin has Advantage on an attack roll against a creature if at least one of the hobgoblin's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.*

Actions

Longsword. *Melee Attack Roll: +3, reach 5 ft. Hit: 12 (2d10 + 1) Slashing damage.*

Longbow. *Ranged Attack Roll: +3,*
range 150/600 ft.
Hit: 5 (1d8 + 1) Piercing damage
plus 7 (3d4) Poison damage.

Ivlis
Medium Humanoid (Human), Chaotic Evil
AC *13* ***Initiative*** *+2 (12)* ***HP*** *49 (10d8 + 10)* ***Speed*** *30 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
11 (+0)	*14 (+2)*	*12 (+1)*	*10 (+0)*	*14 (+2)*	*14 (+2)*

Deception *+4,* ***Persuasion*** *+4* ***Passive Perception*** *12*
Languages *Common*

Actions
Multiattack. *Ivlis makes three Chaos Blast attacks. She can replace one attack with a use of Sinister Command if available.*

Chaos Blast. *Melee or Ranged Attack Roll: +4, reach 5 ft. or range 60 ft. Hit: 7 (2d6) damage. Roll 1d4 to determine the damage type: 1, Acid; 2, Cold; 3, Fire; 4, Lightning.*

Sinister Command *(Recharge 5–6). Wisdom Saving Throw: DC 12, one creature Ivlis can see within 60 feet. Failure: The target has the Charmed condition until the end of its next turn. While Charmed, the target has the Incapacitated condition.*

Kobold Warrior
Small Dragon, Neutral
AC *14* ***Initiative*** *+2 (12)* ***HP*** *7 (3d6 - 3)* ***Speed*** *30 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
7 (-2)	*15 (+2)*	*9 (-1)*	*8 (-1)*	*7 (-2)*	*8 (-1)*

Darkvision *60 ft.,* ***Passive Perception*** *8* ***Languages*** *Common, Draconic*

Traits
Pack Tactics*. The kobold has Advantage on an attack roll against a creature if at least one of the kobold's allies is within 5 feet of the creature and the ally doesn't have the Incapacitated condition.*
Sunlight Sensitivity. *While in sunlight, the kobold has Disadvantage on ability checks and attack rolls.*

Actions

Dagger. Melee or Ranged Attack Roll: +4, reach 5 ft. or range 20/60 ft. Hit: 4 (1d4 + 2) Piercing damage.

Minotaur of Baphomet
Large Monstrosity, Chaotic Evil
AC *14* ***Initiative*** *+0 (10)* ***HP*** *85 (10d10 + 30)* ***Speed*** *40 ft.*

STR	DEX	CON	INT	WIS	CHA
18 (+4)	11 (+0)	16 (+3)	6 (-2)	16 (+3)	9 (-1)

Perception *+7,* ***Survival*** *+7* ***Darkvision*** *60 ft.,* ***Passive Perception*** *17*
Languages *Abyssal*

Actions

Abyssal Glaive. *Melee Attack Roll: +6, reach 10 ft.*
Hit: 10 (1d12 + 4) Slashing damage plus 10 (3d6) Necrotic damage.

Gore (Recharge 5–6). *Melee Attack Roll: +6, reach 5 ft. Hit: 18 (4d6 + 4) Piercing damage. If the target is a Large or smaller creature and the minotaur moved 10+ feet straight toward it immediately before the hit, the target takes an extra 10 (3d6) Piercing damage and has the Prone condition.*

Narthus
Medium Humanoid (Human), Chaotic Evil
AC *13* ***Initiative*** *+0 (10)* ***HP*** *22 (4d8 + 4)* ***Speed*** *30 ft.*

STR	DEX	CON	INT	WIS	CHA
14 (+2)	11 (+0)	12 (+1)	10 (+0)	14 (+2)	10 (+0)

Medicine *+4,* ***Religion*** *+2* ***Passive Perception*** *12* ***Languages*** *Common*

Actions
Multiattack. *Narthus makes two attacks using Vile Mace or Fateful Bolt in any combination.*

Vile Mace. *Melee Attack Roll: +4, reach 5 ft. Hit: 5 (1d6 + 2) Bludgeoning damage plus 3 (1d6) Necrotic damage.*

Fateful Bolt. *Ranged Attack Roll: +4, range 120 ft. Hit: 8 (1d12 + 2) Necrotic damage, and the next attack roll made against the target before the end of Narthus's next turn has Advantage.*

Nothic
Medium Aberration, Neutral Evil
AC *15* ***Initiative*** *+3 (13)* ***HP*** *45 (6d8 + 18)* ***Speed*** *30 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
14 (+2)	*16 (+3)*	*16 (+3)*	*13 (+1)*	*10 (+0)*	*8 (-1)*

Arcana *+3,* ***Insight*** *+4,* ***Perception*** *+4,* ***Stealth*** *+5*
Senses *Truesight 120 ft.,* ***Passive Perception*** *14*
Languages *Undercommon*

Actions
Multiattack. *The nothic makes two Claw attacks.*
Claw. *Melee Attack Roll: +5, reach 5 ft. Hit: 8 (1d10 + 3) Slashing damage.*
Rotting Gaze. *Constitution Saving Throw: DC 13, one creature the nothic can see within 120 feet. Failure: 17 (5d6) Necrotic damage. Success: Half damage.*

Bonus Actions
Weird Insight *(Recharge 6). Wisdom Saving Throw: DC 14, one creature the nothic can see within 120 feet.*
Failure: *The nothic magically learns one fact or secret about the target.*

Owlbear

Large Monstrosity, Unaligned

Armor Class *13 (natural armor)* ***Hit Points*** *59 (7d10 + 21)* ***Speed*** *40 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
20 (+5)	*12 (+1)*	*17 (+3)*	*3 (-4)*	*12 (+1)*	*7 (-2)*

Perception *+3* ***Darkvision*** *60 ft.,* ***Passive Perception*** *13*
Proficiency Bonus *+2*

Traits

Keen Sight and Smell. The owlbear has advantage on Wisdom (Perception) checks that rely on sight or smell.

Actions

Multiattack. *The owlbear makes two attacks: one with its beak and one with its claws.*

Beak. *Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 10 (1d10 + 5) piercing damage.*

Claws. *Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 14 (2d8 + 5) slashing damage.*

Pral
Medium Humanoid (Human), Lawful Evil
AC *14* ***Initiative*** *+3 (13)* ***HP*** *52 (8d8 + 16)* ***Speed*** *30 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
15 (+2)	*16 (+3)*	*14 (+2)*	*14 (+2)*	*11 (+0)*	*14 (+2)*

Athletics *+4,* ***Deception*** *+4* ***Passive Perception*** *10*
Languages *Common*

Actions
Rapier. *Melee Attack Roll: +5, reach 5 ft.*
Hit: 7 (1d8 + 3) Piercing damage.
Light Crossbow. *Ranged Attack Roll: +5, range 80/320 ft.*
Hit: 7 (1d8 + 3) Piercing damage.

Reactions
Parry. *Trigger: Pral is hit with a melee attack roll while holding a weapon. Response: Pral adds 2 to his AC against that attack, potentially causing the attack to miss.*

Skeleton
Medium Undead, Lawful Evil
AC *14* ***Initiative*** *+3 (13)* ***HP*** *13 (2d8 + 4)* ***Speed*** *30 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
10 (+0)	*16 (+3)*	*15 (+2)*	*6 (-2)*	*8 (-1)*	*5 (-3)*

Vulnerabilities *Bludgeoning* ***Immunities*** *Poison; Exhaustion, Poisoned*
Darkvision *60 ft.,* ***Passive Perception*** *9*
Languages *Understands Common plus one other language but can't speak*

Actions
Shortsword. *Melee Attack Roll: +5, reach 5 ft. Hit: 6 (1d6 + 3) Piercing damage.*
Shortbow. *Ranged Attack Roll: +5, range 80/320 ft. Hit: 6 (1d6 + 3) Piercing damage.*

Violet Fungus
Medium Plant, Unaligned
Armor Class *5 Hit Points 18 (4d8) Speed 5 ft. Proficiency Bonus +2*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
3 (-4)	*1 (-5)*	*10 (+0)*	*1 (-5)*	*3 (-4)*	*1 (-5)*

Condition Immunities *Blinded, Deafened, Frightened*
Senses *Blindsight 30 ft. (blind beyond this radius),*
Passive Perception *6*

Traits

False Appearance. *While the violet fungus remains motionless, it is indistinguishable from an ordinary fungus.*

Actions

Multiattack. *The fungus makes 1d4 Rotting Touch attacks.*

Rotting Touch. *Melee Weapon Attack: +2 to hit, reach 10 ft., one creature. Hit: 4 (1d8) necrotic damage.*

Wight Lifedrinker
Medium Undead, Neutral Evil
AC *14* ***Initiative*** *+4 (14)* ***HP*** *82 (11d8 + 33)* ***Speed*** *30 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
15 (+2)	*14 (+2)*	*16 (+3)*	*10 (+0)*	*13 (+1)*	*15 (+2)*

Skills *Perception +3, Stealth +4*
Resistances *Necrotic*
Immunities *Poison; Exhaustion, Poisoned*
Senses *Darkvision 60 ft., Passive Perception 13*
Languages *Common plus one other language*

Traits
Sunlight Sensitivity. *While in sunlight, the wight has Disadvantage on ability checks and attack rolls.*

Actions
Multiattack. *The wight makes two attacks, using Necrotic Sword or Necrotic Bow in any combination. It can replace one attack with a use of Drink Life.*

Necrotic Sword. *Melee Attack Roll: +4, reach 5 ft. Hit: 6 (1d8 + 2) Slashing damage plus 4 (1d8) Necrotic damage.*

Necrotic Bow. *Ranged Attack Roll: +4, range 150/600 ft. Hit: 6 (1d8 + 2) Piercing damage plus 4 (1d8) Necrotic damage.*

Drink Life *(Recharge 5–6). Constitution Saving Throw: DC 13, one creature within 5 feet.*
Failure: *6 (1d8 + 2) Necrotic damage, and the wight regains a number of Hit Points equal to the Necrotic damage taken.*

Wyvern
Large Dragon, Unaligned
Armor Class *13 (natural armor)*
Hit Points *110 (13d10 + 39)*
Speed *20 ft., fly 80 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
19 (+4)	*10 (+0)*	*16 (+3)*	*5 (-3)*	*12 (+1)*	*6 (-2)*

Skills *Perception +4*
Senses *Darkvision 60 ft., Passive Perception 14*
Languages *--*
Proficiency Bonus *+3*

Actions

Multiattack. *The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.*

Bite. *Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage.*

Claws. *Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.*

Stinger. *Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 11*
(2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Juvenile Kraken
Huge monstrosity (titan), chaotic evil
Armor Class *16 (natural armor)* ***Hit Points*** *207 (18d12 + 90)*
Speed *20 ft., swim 50 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
24 (+7)	*11 (+0)*	*20 (+5)*	*19 (+4)*	*15 (+2)*	*17 (+3)*

Saving Throws *Str +12, Dex +5, Con +10, Int +9, Wis +7*
Damage Resistances *bludgeoning, piercing, and slashing from nonmagical attacks*
Damage Immunities *lightning*
Condition Immunities *frightened, paralyzed*
Senses *truesight 120 ft., passive Perception 12*
Languages *understands Abyssal, Celestial, Infernal, and Primordial but can't speak; telepathy 60 ft.*

Traits
Amphibious. *The kraken can breathe air and water.*
Freedom of Movement. *The kraken ignores difficult terrain, and magical effects can't reduce its speed or cause it to be restrained. It can spend 5 feet of movement to escape from nonmagical restraints or being grappled.*

Actions

Multiattack. *The kraken makes two tentacle attacks, each of which it can replace with a use of Fling.*

Bite. *Melee Weapon Attack: +12 to hit, reach 5 ft., one target. Hit: 20 (3d8 + 7) piercing damage. If the target is a Medium or smaller creature grappled by the kraken, that creature is swal- lowed and the grapple ends. While swallowed, the creature is blinded and re- strained, it has total cover against attacks and other effects outside the kraken, and it takes 21 (6d6) acid damage at the start of each of the kraken's turns. One Medium or two smaller creatures can be swallowed at the same time. If the kraken takes 35 damage or more on a single turn from a creature inside it, the kraken must succeed on a DC 23 Con- stitution saving throw at the end of that turn or regurgitate all swallowed creatures, which fall prone in spaces within*

10 feet of the kraken. If the kraken dies, a swallowed creature is no longer restrained by it and can escape from the corpse using 10 feet of movement, exiting prone.

Tentacle. *Melee Weapon Attack: +12 to hit, reach 20 ft., one target. Hit: 17 (3d6 + 7) bludgeoning damage, and the target is grappled (escape DC 20). Until the grapple ends, the target is restrained. The kraken has ten tentacles, each of which can grapple one target.*

Fling. *One Medium or smaller object held or creature grappled by the kraken is thrown up to 40 feet in a random direction and knocked prone. If a thrown target strikes a solid surface, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone.*

Lightning Strike. *The kraken magically create a bolt of light- ning, which can strike a target the kraken can see within 90 feet of it. The target must make a DC 18 Dexterity saving throw, taking 22 (4d10) lightning damage on a failed save, or half as much damage on a successful one.*

Legendary Actions

The kraken can take 3 legendary actions, choosing from the options below. Only one legendary action option can be used at a time and only at the end of another creature's turn. The kraken regains spent legendary actions at the start of its turn.

Tentacle Attack *(Costs 2 Actions). The kraken makes one tentacle attack.*

Fling. *The kraken uses Fling.*

Ink Cloud *(Costs 3 Actions). While underwater, the kraken expels an ink cloud in a 40-foot radius. The cloud spreads around corners, and that area is heavily obscured to creatures other than the kraken. Each creature other than the kraken that ends its turn there must succeed on a DC 18 Constitution saving throw, taking 11 (2d10) poison damage on a failed save or half as much damage on a successful one. A strong current disperses the cloud, which otherwise disappears at the end of the kraken's next turn.*

Yuan-ti Pureblood
Medium humanoid (Yuan-ti), neutral evil
Armor Class *11 Hit Points 40 (9d8) Speed 30 ft.*

STR	DEX	CON	INT	WIS	CHA
11 (+0)	12 (+1)	11 (+0)	13 (+1)	12 (+1)	14 (+2)

Skills *Deception +6, Perception +3, Stealth +3*
Damage Immunities *poison*
Condition Immunities *poisoned*
Senses *darkvision 60 ft., passive Perception 13*
Languages *Abyssal, Common, Draconic*

Innate Spellcasting.
The yuan-ti's spellcasting ability is Charisma (spell save DC 12). The yuan-ti can innately cast the following spells, requiring no material components

At will: *animal friendship (snakes only)*
3/day each: *poison spray, suggestion*

Magic Resistance. *The yuan-ti has advantage on saving throws against spells and other magical effects.*

Actions

Multiattack. *The yuan-ti makes two melee attacks.*

Scimitar. *Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.*

Shortbow. *Ranged Weapon Attack: +3 to hit, range 80/320 ft., one target. Hit: 4 (1d6 + 1) piercing damage plus 7 (2d6) poison damage.*

Yuan-ti Abomination
Large monstrosity (Shapechanger, Yuan-ti), neutral evil
Armor Class *15 (natural armor) **Hit Points** 127 (15d10 + 45)*
Speed *40 ft.*

STR	DEX	CON	INT	WIS	CHA
19 (+4)	16 (+3)	17 (+3)	17 (+3)	15 (+2)	18 (+4)

Skills *Perception +5, Stealth +6*
Damage Immunities *poison*
Condition Immunities *poisoned*
Senses *darkvision 60 ft., passive Perception 15*
Languages *Abyssal, Common, Draconic*
Challenge 7 (2900 XP)

Shapechanger. *The yuan-ti can use its action to polymorph into a Large snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.*

Innate Spellcasting *(Abomination Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 15). The yuan-ti can innately cast the following spells, requiring no material components:*

At will: *animal friendship (snakes only)*
3/day: *suggestion*
1/day: *fear*

Magic Resistance*. The yuan-ti has advantage on saving throws against spells and other magical effects.*

Actions

Multiattack *(Abomination Form Only). The yuan-ti makes two ranged attacks or three melee attacks, but can use its bite and constrict attacks only once each.*

Bite. *Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 7 (1d6 + 4) piercing damage plus 10 (3d6) poison damage.*

Constrict. *Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 11 (2d6 + 4) bludgeoning damage, and the target is grappled (escape DC 14). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.*

Scimitar *(Abomination Form Only). Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.*

Longbow *(Abomination Form Only). Ranged Weapon Attack: +6 to hit, range 150/600 ft., one target. Hit: 12 (2d8 + 3) piercing damage plus 10 (3d6) poison damage.*

Yuan-ti Malison
Medium monstrosity (Shapechanger, Yuan-ti), neutral evil
Armor Class *12* ***Hit Points*** *66 (12d8 + 12)* ***Speed*** *30 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
16 (+3)	*14 (+2)*	*13 (+1)*	*14 (+2)*	*12 (+1)*	*16 (+3)*

Skills *Deception +5, Stealth +4*
Damage Immunities *poison*
Condition Immunities *poisoned*
Senses *darkvision 60 ft., passive Perception 11*
Languages *Abyssal, Common, Draconic*

Shapechanger. *The yuan-ti can use its action to polymorph into a Medium snake, or back into its true form. Its statistics are the same in each form. Any equipment it is wearing or carrying isn't transformed. It doesn't change form if it dies.*

Innate Spellcasting *(Yuan-ti Form Only). The yuan-ti's innate spellcasting ability is Charisma (spell save DC 13). The yuan-ti can innately cast the following spells, requiring no material components:*

At will: *animal friendship (snakes only)*
3/day: *suggestion*

Magic Resistance*. The yuan-ti has advantage on saving throws against spells and other magical effects.*

Malison Type. *The yuan-ti has one of the following types:*
Type 1: *Human body with snake head*
Type 2: *Human head and upper body with a serpentine lower body instead of legs*

Actions

For Type 1

Multiattack *(Yuan-ti Form Only). The yuan-ti makes two ranged attacks or two melee attacks, but can use its bite only once.*

Bite. *Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.*
Scimitar *(Yuan-ti Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.*
Longbow *(Yuan-ti Form Only). Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage plus 7 (2d6) poison damage.*

For Type 2

Multiattack *(Yuan-ti Form Only). The yuan-ti makes two ranged attacks or two melee attacks, but can constrict only once.*

Bite *(Snake Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one creature. Hit: 5 (1d4 + 3) piercing damage plus 7 (2d6) poison damage.*

Constrict. *Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 10 (2d6 + 3) bludgeoning damage, and the target is grappled (escape DC 13). Until this grapple ends, the target is restrained, and the yuan-ti can't constrict another target.*

Scimitar *(Yuan-ti Form Only). Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.*

Longbow *(Yuan-ti Form Only). Ranged Weapon Attack: +4 to hit, range 150/600 ft., one target. Hit: 6 (1d8 + 2) piercing damage.*

Zombie
Medium Undead, Neutral Evil
AC *8* ***Initiative*** *-2 (8)* ***HP*** *15 (2d8 + 6)* ***Speed*** *20 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
13 (+1)	*6 (-2)*	*16 (+3)*	*3 (-4)*	*6 (-2)*	*5 (-3)*

Immunities *Poison; Exhaustion, Poisoned*
Senses *Darkvision 60 ft., Passive Perception 8*
Languages *Understands Common plus one other language but can't speak*

Traits

Undead Fortitude. *If damage reduces the zombie to 0 Hit Points, it makes a Constitution saving throw (DC 5 plus the damage taken) unless the damage is Radiant or from a Critical Hit. On a successful save, the zombie drops to 1 Hit Point instead.*

Actions

Slam. *Melee Attack Roll: +3, reach 5 ft. Hit: 5 (1d8 + 1) Bludgeoning damage.*

Encounter table Act 2

Storm Giant

Cultist
Medium Humanoid (Any Race), Any Non-Good Alignment
Armor Class *12 (leather armor)* ***Hit Points*** *9 (2d8)* ***Speed*** *30 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
11 (+0)	*12 (+1)*	*10 (+0)*	*10 (+0)*	*11 (+0)*	*10 (+0)*

Skills *Deception +2, Religion +2* ***Senses*** *Passive Perception 10*
Languages *Any one language (usually Common)*
Proficiency Bonus +2

Dark Devotion*. The cultist has advantage on saving throws against being charmed or frightened.*

Actions
Scimitar. Melee Weapon Attack: +3 to hit, reach 5 ft., one creature. Hit: 4 (1d6 + 1) slashing damage.

Gauth
Medium Aberration, Lawful Evil
AC *15 (natural armor)* ***Initiative*** *+2 (12)* ***HP*** *67 (9d8 + 27)*
Speed 0 ft., Fly 20 ft. (hover)

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
10 (+0)	*14 (+2)*	*16 (+3)*	*15 (+2)*	*15 (+2)*	*13 (+1)*

Skills *Perception +5*
Immunities *Prone*
Senses *Darkvision 120 ft.,* ***Passive Perception*** *15*
Languages *Deep Speech, Undercommon*

Traits

Death Throes. *When the gauth dies, the magical energy within it explodes, and each creature within 10 feet of it must make a DC 14 Dexterity saving throw, taking 13 (3d8) force damage on a failed save, or half as much damage on a successful one.*

Stunning Gaze. *When a creature that can see the gauth's central eye starts its turn within 30 feet of the gauth, the gauth can force it to make a DC 14 Wisdom saving throw if the gauth isn't incapacitated and can see the creature. A creature that fails the save is stunned until the start of its next turn, when it can avert its eyes again. If the creature looks at the gauth in the meantime, it must immediately make the save.*
Actions

Bite. *Melee Weapon Attack: +8 to hit, reach 5 ft., one target. Hit: 9 (2d8) piercing damage.*

***Eye Rays**. The gauth shoots three of the following magical eye rays at random (reroll duplicates), choosing one to three targets it can see within 120 feet of it:*

***1.** Devour Magic Ray. The targeted creature must succeed on a DC 14 Dexterity saving throw or have one of its magic items lose all magical properties until the start of the gauth's next turn. If the object is a charged item, it also loses 1d4 charges. Determine the affected item randomly, ignoring single-use items such as potions and scrolls.*

***2.** Enervation Ray. The targeted creature must make a DC 14 Constitution saving throw, taking 18 (4d8) necrotic damage on a failed save, or half as much damage on a successful one.*

***3.** Pushing Ray. The targeted creature must succeed on a DC 14 Strength saving throw or be pushed up to 15 feet directly away from the gauth and have its speed halved until the start of the gauth's next turn.*

***4.** Fire Ray. The targeted creature must succeed on a DC 14 Dexterity saving throw or take 22 (4d10) fire damage.*

***5.** Paralyzing Ray. The targeted creature must succeed on a DC 14 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.*

***6.** Sleep Ray. The targeted creature must succeed on a DC 14 Wisdom saving throw or fall asleep and remain unconscious for 1 minute. The target awakens if it takes damage or another creature takes an action to wake it. This ray has no effect on constructs and undead.*

Giant Ape
Huge Beast, Unaligned

Armor Class *12* ***Hit Points*** *157 (15d12 + 60)* ***Speed*** *40 ft.,* ***climb*** *40 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
23 (+6)	*14 (+2)*	*18 (+4)*	*7 (-2)*	*12 (+1)*	*7 (-2)*

Skills Athletics *+9,* ***Perception*** *+4* ***Senses Passive*** *Perception 14*
Languages *--* ***Proficiency Bonus*** *+3*

Actions

Multiattack. *The ape makes two fist attacks.*

Fist. *Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 22 (3d10 + 6) bludgeoning damage.*

Rock. *Ranged Weapon Attack: +9 to hit, range 50/100 ft., one target. Hit: 30 (7d6 + 6) bludgeoning damage.*

Merfolk
Medium Humanoid (Merfolk), Neutral

Armor Class *11* ***Hit Points*** *11 (2d8 + 2)* ***Speed*** *10 ft.,* ***swim*** *40 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
10 (+0)	*13 (+1)*	*12 (+1)*	*11 (+0)*	*11 (+0)*	*12 (+1)*

Skills *Perception +2* ***Senses*** *Passive Perception 12*
Languages *Aquan, Common* ***Proficiency Bonus*** *+2*
Traits

Amphibious. *The merfolk can breathe air and water.*
Actions

Spear*. Melee or Ranged Weapon Attack: +2 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 3 (1d6) piercing damage, or 4 (1d8) piercing damage if used with two hands to make a melee attack.*

Merrow
Large Monstrosity, Chaotic Evil
Armor Class *13 (natural armor)*
Hit Points *45 (6d10 + 12)*
Speed *10 ft.,* ***swim*** *40 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
18 (+4)	*10 (+0)*	*15 (+2)*	*8 (-1)*	*10 (+0)*	*9 (-1)*

Senses Darkvision *60 ft.,* ***Passive Perception*** *10*
Languages *Abyssal, Aquan*
Challenge 2 (450 XP)
Proficiency Bonus *+2*
Traits

Amphibious. *The merrow can breathe air and water.*
Actions

Multiattack. *The merrow makes two attacks: one with its bite and one with its claws or harpoon.*

Bite. *Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.*

Claws. *Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) slashing damage.*

Harpoon. *Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage. If the target is a Huge or smaller creature, it must succeed on a Strength contest against the merrow or be pulled up to 20 feet toward the merrow.*

Merrow shadowpriest
Large Monstrosity, Chaotic Evil
AC *15 (natural armor)*
Initiative *+2 (12)*
HP *75 (10d10 + 20)*
Speed *10 ft.,* ***Swim*** *40 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
18 (+4)	*14 (+2)*	*15 (+2)*	*11 (+0)*	*16 (+3)*	*9 (-1)*

Senses Darkvision *60 ft.,* ***Passive Perception*** *13*
Language*s Abyssal, Aquan*

Traits

Amphibious. *The merrow can breathe air and water.*

Spellcasting. *The merrow is a 6th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 13, +5 to hit with spell attacks). The merrow has the following druid spells prepared:*

Cantrips *(at will): druidcraft, minor illusion, shocking grasp*

1st level *(4 slots): cure wounds, fog cloud, thunderwave*

2nd level *(3 slots): hold person, mirror image, misty step*

3rd level *(3 slots): dispel magic, lightning bolt, sleet storm*

Actions

Harpoon. *Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage. If the target is a Medium or smaller creature, the merrow can pull it 10 feet closer.*

Lightning Bolt *(3rd-Level Spell; Requires a Spell Slot). The merrow unleashes a stroke of lightning in a line 100 feet long and 5 feet wide. Each creature in the line must make a DC 13 Dexterity saving throw, taking 28 (8d6) lightning damage on a failed save, or half as much damage on a successful one.*

Num Num
Large Giant, Chaotic Evil

AC *11 (hide armor)* ***Hit Points*** *89 (9d10 + 21)* ***Speed*** *40 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
19 (+4)	*7 (-2)*	*16 (+3)*	*10 (+0)*	*8 (-1)*	*5 (-3)*

Senses Darkvision *60 ft.,* ***Passive Perception*** *8*
Languages *Common* ***Proficiency Bonus*** *+2*

Actions

Greatclub. *Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) bludgeoning damage.*

Javelin. *Melee or Ranged Weapon Attack: +6 to hit, reach 5 ft. or range 30/120 ft., one target. Hit: 11 (2d6 + 4) piercing damage.*

Skeleton
Medium Undead, Lawful Evil
AC *14* ***Initiative*** *+3 (13)* ***HP*** *13 (2d8 + 4)* ***Speed*** *30 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
10 (+0)	*16 (+3)*	*15 (+2)*	*6 (-2)*	*8 (-1)*	*5 (-3)*

Vulnerabilities *Bludgeoning* ***Immunities*** *Poison; Exhaustion, Poisoned*
Darkvision *60 ft.,* ***Passive Perception*** *9*
Languages *Understands Common plus one other language but can't speak*

Actions

Shortsword. *Melee Attack Roll: +5, reach 5 ft. Hit: 6 (1d6 + 3) Piercing damage.*

Shortbow. *Ranged Attack Roll: +5, range 80/320 ft. Hit: 6 (1d6 + 3) Piercing damage.*

Storm Giant

Huge Giant, Chaotic Good
Armor Class *16 (scale mail)* ***Hit Points*** *230 (20d12 + 100)*
Speed *50 ft.,* ***swim*** *50 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
29 (+9)	*14 (+2)*	*20 (+5)*	*16 (+3)*	*18 (+4)*	*18 (+4)*

Saving Throws *STR +14, CON +10, WIS +9, CHA +9*
Skills *Arcana +8, Athletics +14, History +8, Perception +9*
Damage Resistances *Cold* ***Damage Immunities*** *Lightning, Thunder*
Senses Passive Perception *19*
Languages *Common, Giant*
Proficiency Bonus *+5*

Traits
Amphibious. *The giant can breathe air and water.*

Actions

Multiattack. *The giant makes two Greatsword attacks.*

Greatsword. *Melee Weapon Attack: +14 to hit, reach 10 ft., one target. Hit: 30 (6d6 + 9) slashing damage.*

Rock*. Ranged Weapon Attack: +14 to hit, range 60/240 ft., one target. Hit: 35 (4d12 + 9) bludgeoning damage.*

Lightning Strike *(Recharge 5–6). The giant hurls a magical lightning bolt at a point it can see within 500 feet of it. Each creature within 10 feet of that point must make a DC 17 Dexterity saving throw, taking 54 (12d8) lightning damage on a failed save, or half as much damage on a successful one.*

Spellcasting. *The giant casts one of the following spells, requiring no material spell components and using Charisma as the spellcasting ability (spell save DC 17):*

At will: *detect magic, levitate, light*

1/day each: control weather (cast as 1 action), water breathing

Tyrannosaurus Rex
Huge Beast, Unaligned
Armor Class *13 (natural armor)*
Hit Points *136 (13d12 + 52)*
Speed *50 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
25 (+7)	*10 (+0)*	*19 (+4)*	*2 (-4)*	*12 (+1)*	*9 (-1)*

Skills Perception +4
Senses Passive Perception 14
Languages --
Proficiency Bonus +3

Actions

Multiattack. *The tyrannosaurus makes two attacks: one with its bite and one with its tail. It can't make both attacks against the same target.*

Bite. *Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 33 (4d12 + 7) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 17). Until this grapple ends, the target is restrained, and the tyrannosaurus can't bite another target.*

Tail. *Melee Weapon Attack: +10 to hit, reach 10 ft., one target. Hit: 20 (3d8 + 7) bludgeoning damage.*

Wyvern
Large Dragon, Unaligned
Armor Class *13 (natural armor)*
Hit Points *110 (13d10 + 39)*
Speed *20 ft., fly 80 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
19 (+4)	*10 (+0)*	*16 (+3)*	*5 (-3)*	*12 (+1)*	*6 (-2)*

Skills *Perception +4*
Senses *Darkvision 60 ft., Passive Perception 14*
Languages *--*
Proficiency Bonus *+3*

Actions

Multiattack. *The wyvern makes two attacks: one with its bite and one with its stinger. While flying, it can use its claws in place of one other attack.*

Bite. *Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 11 (2d6 + 4) piercing damage.*

Claws. *Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.*

Stinger. *Melee Weapon Attack: +7 to hit, reach 10 ft., one creature. Hit: 11*
(2d6 + 4) piercing damage. The target must make a DC 15 Constitution saving throw, taking 24 (7d6) poison damage on a failed save, or half as much damage on a successful one.

Young Green Dragon
Large Dragon, Lawful Evil
Armor Class *18 (natural armor)*
Hit Points *136 (16d10 + 48)*
Speed *40 ft.,* ***fly*** *80 ft.,* ***swim*** *40 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
19 (+4)	*12 (+1)*	*17 (+3)*	*16 (+3)*	*13 (+1)*	*15 (+2)*

Saving Throws *DEX +4, CON +6, WIS +4, CHA +5*
Skills *Deception +5, Perception +7, Stealth +4*
Damage Immunities *Poison*
Condition Immunities *Poisoned*
Senses *Blindsight 30 ft., Darkvision 120 ft., Passive Perception 17*
Languages *Common, Draconic*
Proficiency Bonus *+3*

Traits

Amphibious. *The dragon can breathe air and water.*
Actions

Multiattack. *The dragon makes three attacks: one with its bite and two with its claws.*

Bite. *Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 15 (2d10 + 4) piercing damage plus 7 (2d6) poison damage.*

Claw. *Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.*

Poison Breath *(Recharge 5–6). The dragon exhales poisonous gas in a 30-foot cone. Each creature in that area must make a DC 14 Constitution saving throw, taking 42 (12d6) poison damage on a failed save, or half as much damage on a successful one.*

Zombie
Medium Undead, Neutral Evil
AC *8* ***Initiative*** *-2 (8)* ***HP*** *15 (2d8 + 6)* ***Speed*** *20 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
13 (+1)	*6 (-2)*	*16 (+3)*	*3 (-4)*	*6 (-2)*	*5 (-3)*

Immunities *Poison; Exhaustion, Poisoned*
Senses *Darkvision 60 ft., Passive Perception 8*
Languages *Understands Common plus one other language but can't speak*

Traits

Undead Fortitude. *If damage reduces the zombie to 0 Hit Points, it makes a Constitution saving throw (DC 5 plus the damage taken) unless the damage is Radiant or from a Critical Hit. On a successful save, the zombie drops to 1 Hit Point instead.*

Actions

Slam. *Melee Attack Roll: +3, reach 5 ft. Hit: 5 (1d8 + 1) Bludgeoning damage.*

Encounter table Act 3

Adult Deep Dragon
Huge dragon, typically neutral evil
Armor Class *17 (natural armor)* ***Hit Points*** *147 (14d12 + 56)*
Speed *40 ft.,* ***burrow*** *30 ft.,* ***fly*** *80 ft.,* ***swim*** *40 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
20 (+5)	*14 (+2)*	*18 (+4)*	*16 (+3)*	*16 (+3)*	*18 (+4)*

Skills *Perception +7, Persuasion +12, Stealth +10*
Damage Resistances *poison, psychic*
Condition Immunities *charmed, frightened, poisoned*
Senses *blindsight 60 ft., darkvision 150 ft., passive Perception 17*
Languages *Common, Draconic, Undercommon*
Proficiency Bonus *+4*

Legendary Resistance *(3/Day).*

Multiattack. *The dragon makes one Bite attack and two Claw attacks.*

Bite*. Melee Weapon Attack: +9 to hit, reach 10 ft., one target. Hit: 16 (2d10 + 5) piercing damage plus 5 (1d10) poison damage.*

Claw. *Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 8 (1d6 + 5) slashing damage.*

Tail. *Melee Weapon Attack: +9 to hit, reach 15 ft., one target. Hit: 9 (1d8 + 5) bludgeoning damage. If the target is a creature, it must succeed on a DC 17 Strength saving throw or be knocked prone.*

Nightmare Breath *(Recharge 5–6). The dragon exhales a cloud of spores in a 60-foot cone. Each creature in that area must make a DC 16 Wisdom saving throw. On a failed save, the creature takes 33 (6d10) psychic damage, and it is frightened of the dragon for 1 minute. On a successful save, the creature takes half as much damage with no additional effects. A frightened creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.*

Legendary Actions
The dragon can take 3 legendary actions, choosing from the options below. Only one legendary action can be used at a time and only at the end of another creature's turn. The dragon regains spent legendary actions at the start of its turn.

Commanding Spores. *The dragon releases spores around a creature within 30 feet of it that it can see. The target must succeed on a DC 16 Wisdom saving throw or use its reaction to make a melee weapon attack against a random creature within reach. If no creatures are within reach, or the target can't take a reaction, it takes 5 (1d10) psychic damage.*

Tail. *The dragon makes one Tail attack.*

Spore Salvo *(Costs 2 Actions). The dragon releases poisonous spores around a creature within 30 feet of it that it can see. The target must succeed on a DC 16 Constitution saving throw or take 17 (5d6) poison damage and become poisoned for 1 minute. The poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.*
A Deep Dragon's Lair

Lair Actions

Deep Torpor. *The dragon casts the Slow spell, requiring no spell components and using Charisma as the spellcasting ability (spell save DC 16). The spell ends early if the dragon uses this lair action again or if the dragon dies.*

Mossy Sludge. *The dragon conjures sludge-like moss that briefly covers surfaces in the lair. The ceiling, floor, and walls of the lair become difficult terrain until initiative count 20 on the next round.*

Toxic Spores. *The dragon fills a 20-foot cube it can see within 120 feet of itself with toxic spores. Each creature in that area must succeed on a DC 15 Constitution saving throw or take 14 (4d6) poison damage and be poisoned until the end of its next turn.*

Regional Effects

Restless Sleep. When a creature finishes a long rest within 6 miles of the lair, the creature must first succeed on a DC 10 Constitution saving throw or be unable to reduce its level of exhaustion. Creatures immune to the poisoned condition are immune to this effect.

Cult Fanatic
Medium Humanoid (Any Race), Any Non-Good Alignment
Armor Class *13 (leather armor)* ***Hit Points*** *33 (6d8 + 6)* ***Speed*** *30 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
11 (+0)	*14 (+2)*	*12 (+1)*	*10 (+0)*	*13 (+1)*	*14 (+2)*

Skills *Deception +4, Persuasion +4, Religion +2*
Senses *Passive Perception 11*
Languages *Any one language (usually Common)*
Proficiency Bonus *+2*

Traits

Dark Devotion. *The fanatic has advantage on saving throws against being charmed or frightened.*

Spellcasting. *The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:*

Cantrips *(at will): light, sacred flame, thaumaturgy*

1st level *(4 slots): command, inflict wounds, shield of faith*

2nd level *(3 slots): hold person, spiritual weapon*

Actions

Multiattack*. The fanatic makes two melee attacks.*

Dagger. *Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit: 4 (1d4 + 2) piercing damage.*

Drowned Assassin
Medium undead, chaotic evil
Armor Class *14 (leather armor)* ***Hit Points*** *67 (9d8 + 27)*
Speed *30 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
15 (+2)	*16 (+3)*	*16 (+3)*	*9 (-1)*	*9 (-1)*	*16 (+3)*

Damage Immunities *poison*
Condition Immunities *poisoned*
Senses *darkvision 60 ft., passive Perception 9*
Languages *understands the languages it knew in life but can't speak*
Challenge 4 (1,100 XP)

Bottom Treader. *The drowned assassin cannot swim, and it sinks to the bottom of any body of water. It takes no penalties to its movement or attacks underwater. It is immune to the effects of being underwater at a depth greater than 100 feet.*

Bound Together. *The drowned assassin shares its mind with every other drowned one within 1 mile of it, and can communicate its thoughts and observations to them instantaneously and without limitation.*

Undead Fortitude. *If damage reduces the drowned assassin to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the drowned assassin drops to 1 hit point instead.*
Actions

Multiattack. *The drowned assassin makes two hand crossbow attacks or two dagger attacks. It can then take the Dash, Disengage, or Hide action.*

Hand Crossbow. *Ranged Weapon Attack: +5 to hit, range 30/120 ft., one target. Hit: 6 (1d6 + 3) piercing damage plus 3 (1d6) poison damage, and the target must succeed on a DC 12 Constitution saving throw or contract bluerot (see the "Bluerot" sidebar).*

Dagger. *Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) piercing damage plus 9 (2d8) poison damage, and the target must succeed on a DC 12 Constitution saving throw or contract bluerot (see the "Bluerot" sidebar).*

Reveal *(1/Day). The drowned assassin removes its mask, revealing its rotting face. Each creature of the assassin's choice within 30 feet of it that can see the assassin must succeed on a DC 13 Wisdom saving throw or be frightened until the end of its next turn.*

Drowned Blade
Medium undead, chaotic evil
Armor Class *10* ***Hit Points*** *45 (6d8 + 18)* ***Speed*** *30 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
16 (+2)	*8 (-2)*	*16 (+3)*	*3 (-4)*	*9 (-1)*	*5(-3)*

Damage Immunities *poison*
Condition Immunities *poisoned*
Senses *darkvision 60 ft., passive Perception 9*
Languages *understands the languages it knew in life but can't speak*

Bottom Treader. *The drowned blade cannot swim, and it sinks to the bottom of any body of water. It takes no penalties to its movement or attacks underwater. It is immune to the effects of being underwater at a depth greater than 100 feet.*

Bound Together. *The drowned blade shares its mind with every other drowned one within 1 mile of it, and can communicate its thoughts and observations to them instantaneously and without limitation.*

Undead Fortitude. *If damage reduces the drowned blade to 0 hit points, it must make a Constitution saving throw with a DC of 5 + the damage taken, unless the damage is radiant or from a critical hit. On a success, the drowned ascetic drops to 1 hit point instead.*
Actions

Multiattack. *The drowned blade makes two rusted longsword attacks.*

Rusted Longsword. *Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 7 (1d8 + 3) slashing damage, and the target must succeed on a DC 12 Constitution saving throw or contract bluerot (see the "Bluerot" sidebar).*

Green Hag
Medium Fey, Neutral Evil
Armor Class *17 (natural armor)* ***Hit Points*** *82 (11d8 + 33)*
Speed *30 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
18 (+4)	*12 (+1)*	*16 (+3)*	*13 (+1)*	*14 (+2)*	*14 (+2)*

Skills *Arcana +3, Deception +4, Perception +4, Stealth +3*
Senses *Darkvision 60 ft., Passive Perception 14*
Languages *Common, Draconic, Sylvan* ***Proficiency Bonus*** *+2*

Traits

Amphibious. *The hag can breathe air and water.*

Innate Spellcasting. *Charisma (spell save DC 12). She can innately cast the following spells, requiring no material components:*

At will: *dancing lights, minor illusion, vicious mockery*

Mimicry. *The hag can mimic animal sounds and humanoid voices. DC 14 Wisdom (Insight) check.*

Claws. *Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 13 (2d8 + 4) slashing damage.*

Illusory Appearance. *The hag covers herself and anything she is wearing or carrying with a magical illusion that makes her look like another creature of her general size and humanoid shape. The illusion ends if the hag takes a bonus action to end it or if she dies.*
The changes wrought by this effect fail to hold up to physical inspection. For example, the hag could appear to have smooth skin, but someone touching her would feel her rough flesh. Otherwise, a creature must take an action to visually inspect the illusion and succeed on a DC 20 Intelligence (Investigation) check to discern that the hag is disguised.

Invisible Passage. The hag magically turns invisible until she attacks or casts a spell, or until her concentration ends (as if concentrating on a spell). While invisible, she leaves no physical evidence of her passage, so she can be tracked only by magic. Any equipment she wears or carries is invisible with her.

Kuo-toa
Medium humanoid (Kuo-toa), neutral evil
Armor Class *13 (natural armor, shield)* ***Hit Points*** *18 (4d8)*
Speed *30 ft.,* ***swim*** *30 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
13 (+1)	*10 (+0)*	*11 (+0)*	*11 (+0)*	*10 (+0)*	*8 (-1)*

Skills *Perception +4*
Senses *darkvision 120 ft., passive Perception 14*
Languages *Undercommon*

Amphibious. *The kuo-toa can breathe air and water.*

Otherworldly Perception. *The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.*

Slippery. *The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.*

Sunlight Sensitivity. *While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.*
Actions

Bite. *Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.*

Spear. *Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.*

Net. *Ranged Weapon Attack: +3 to hit, range 5/15 ft., one Large or smaller creature. Hit: The target is restrained. A creature can use its action to make a DC 10 Strength check to free itself or another creature in a net, ending the effect on a success. Dealing 5 slashing damage to the net (AC 10) frees the target without harming it and destroys the net.*

Reactions

Sticky Shield. *When a creature misses the kuo-toa with a melee weapon attack, the kuo-toa uses its sticky shield to catch the weapon. The attacker must succeed on a DC 11 Strength saving throw, or the weapon becomes stuck to the kuo-toa's shield. If the weapon's wielder can't or won't let go of the weapon, the wielder is grappled while the weapon is stuck. While stuck, the weapon can't be used. A creature can pull the weapon free by taking an action to make a DC 11 Strength check and succeeding.*

Kuo-toa Archpriest
Medium humanoid (Kuo-toa), neutral evil
Armor Class *13 (natural armor)*
Hit Points *97 (13d8 + 39)*
Speed *30 ft.,* ***swim*** *30 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
16 (+3)	*14 (+2)*	*16 (+3)*	*12 (+1)*	*16 (+3)*	*14 (+2)*

Skills *Perception +9, Religion +6*
Senses *darkvision 120 ft., passive Perception 19*
Languages *Undercommon*
Challenge 6 (2300 XP)

Amphibious. *The kuo-toa can breathe air and water.*

Otherworldly Perception. *The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.*

Slippery. *The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.*

Sunlight Sensitivity. *While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.*

Spellcasting. *The kuo-toa is a 10th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 14, +6 to hit with spell attacks). The kuo-toa has the following cleric spells prepared:*

Cantrips *(at will): guidance, sacred flame, thaumaturgy*
1st level *(4 slots): detect magic, sanctuary, shield of faith*
2nd level *(3 slots): hold person, spiritual weapon*
3rd level *(3 slots): spirit guardians, tongues*
4th level *(3 slots): control water, divination*
5th level *(2 slots): mass cure wounds, scrying*
Actions

Multiattack. *The kuo-toa makes two melee attacks.*

Scepter. *Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) bludgeoning damage plus 14 (4d6) lightning damage.*

Unarmed Strike. *Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 5 (1d4 + 3) bludgeoning damage.*

Kuo-toa Whip
Medium humanoid (Kuo-toa), neutral evil
Armor Class *11 (natural armor)* ***Hit Points*** *65 (10d8 + 20)*
Speed *30 ft.,* ***swim*** *30 ft.*

STR	DEX	CON	INT	WIS	CHA
14 (+2)	10 (+0)	14 (+2)	12 (+1)	14 (+2)	11 (+0)

Skills *Perception +6, Religion +4*
Senses *darkvision 120 ft., passive Perception 16*
Languages *Undercommon*

Amphibious. *The kuo-toa can breathe air and water.*

Otherworldly Perception. *The kuo-toa can sense the presence of any creature within 30 feet of it that is invisible or on the Ethereal Plane. It can pinpoint such a creature that is moving.*

Slippery. *The kuo-toa has advantage on ability checks and saving throws made to escape a grapple.*

Sunlight Sensitivity. *While in sunlight, the kuo-toa has disadvantage on attack rolls, as well as on Wisdom (Perception) checks that rely on sight.*

Spellcasting. *The kuo-toa is a 2nd-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks). The kuo-toa has the following cleric spells prepared:*

Cantrips *(at will): sacred flame, thaumaturgy*
1st level *(3 slots): bane, shield of faith*

Actions

Multiattack. *The kuo-toa makes two attacks: one with its bite and one with its pincer staff.*

Bite. *Melee Weapon Attack: +4 to hit, reach 5 ft., one target. Hit: 4 (1d4 + 2) piercing damage.*

Pincer Staff. *Melee Weapon Attack: +4 to hit, reach 10 ft., one target. Hit: 5 (1d6 + 2) piercing damage. If the target is a Medium or smaller creature, it is grappled (escape DC 14). Until this grapple ends, the kuo-toa can't use its pincer staff on another target.*

Otyugh
Large Aberration, Neutral
Armor Class *14 (natural armor)* ***Hit Points*** *114 (12d10 + 48)*
Speed *30 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
16 (+2)	*11 (+0)*	*19 (+4)*	*6 (-2)*	*13 (+1)*	*6 (-2)*

Saving Throws *CON +7*
Senses *Darkvision 120 ft., Passive Perception 11*
Languages *Otyugh* ***Proficiency Bonus*** *+3*

Limited Telepathy. *The otyugh can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.*

Multiattack. *The otyugh makes three attacks: one with its bite and two with its tentacles.*

Bite. *Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.*

Tentacle. *Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The otyugh has two tentacles, each of which can grapple one target.*

Tentacle Slam. *The otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 Constitution saving throw or take 10 (2d6 + 3) bludgeoning damage and be stunned until the end of the otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.*

Sahuagin
Medium Humanoid (Sahuagin), Lawful Evil
Armor Class *12 (natural armor)* ***Hit Points*** *22 (4d8 + 4)*
Speed *30 ft.,* ***swim*** *40 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
13 (+1)	*11 (+0)*	*12 (+1)*	*12 (+1)*	*13 (+1)*	*9 (-1)*

Skills *Perception +5*
Senses *Darkvision 120 ft., Passive Perception 15*
Languages *Sahuagin* ***Proficiency Bonus*** *+2*

Blood Frenzy. *The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.*

Limited Amphibiousness*. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.*

Shark Telepathy. *The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.*

Multiattack. *The sahuagin makes two melee attacks: one with its bite and one with its claws or spear.*

Bite. *Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.*

Claws. *Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) slashing damage.*

Spear. *Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.*

Sahuagin Baron
Large humanoid (sahuagin), lawful evil
Armor Class *16 (breastplate)*
Hit Points *76 (9d10 + 27)*
Speed *30 ft.,* ***swim*** *50 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
19 (+4)	*15 (+2)*	*16 (+3)*	*14 (+2)*	*13 (+1)*	*17 (+3)*

Skills *Perception +7*
Senses *darkvision 120 ft., passive Perception 17*
Languages *Sahuagin*
Challenge 5 (1,800 XP)

Blood Frenzy. *The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.*

Limited Amphibiousness*. The sahuagin can breathe air and water, but he needs to be submerged at least once every 4 hours to avoid suffocating.*

Shark Telepathy. *The sahuagin can magically command any shark within 120 feet of him, using a limited telepathy.*
Actions

Multiattack. *The sahuagin makes three attacks: one with his bite and two with his claws or trident.*

Bite. *Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) piercing damage.*

Claws. *Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.*

Trident. *Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.*

Sahuagin Priest
Medium Humanoid (Sahuagin), Lawful Evil
AC *12 (natural armor)* ***Initiative*** *+0 (10)* ***HP*** *33 (6d8 + 6)*
Speed *30 ft.,* ***Swim*** *40 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
13 (+1)	*11 (+0)*	*12 (+1)*	*12 (+1)*	*14 (+2)*	*13 (+1)*

Skills *Perception +6, Religion +3*
Senses *Darkvision 120 ft., Passive Perception 16*
Languages *Sahuagin*

Blood Frenzy. *The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.*

Limited Amphibiousness. *The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.*

Shark Telepathy. *The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.*

Spellcasting. *The sahuagin is a 6th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks).He has the following cleric spells prepared:*

- ***Cantrips*** *(at will): guidance, thaumaturgy*
- ***1st level*** *(4 slots): bless, detect magic, guiding bolt*
- ***2nd level*** *(3 slots): hold person, spiritual weapon (trident)*
- ***3rd level*** *(3 slots): mass healing word, tongues*

Actions

Multiattack one with bite and one with claws.

Bite. *Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.*

Claws. *Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) slashing damage.*

Giant Shark
Huge Beast, Unaligned
Armor Class *13 (natural armor)*
Hit Points *126 (11d12 + 55)*
Speed *0 ft.,* ***swim*** *50 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
23 (+6)	*11 (+0)*	*21 (+5)*	*1 (-5)*	*10 (+0)*	*5 (-3)*

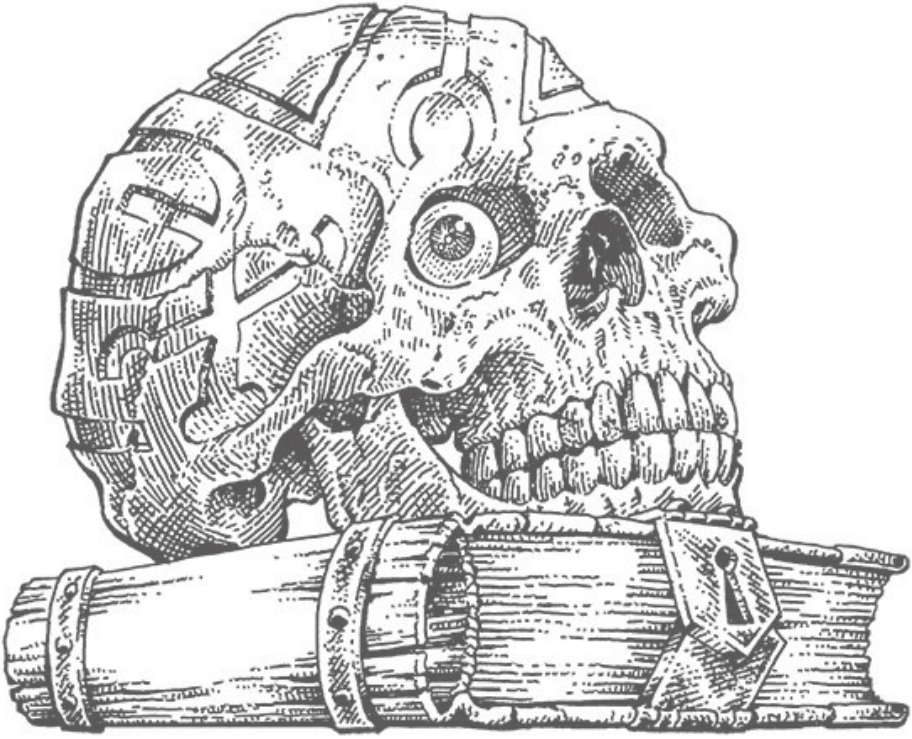
Skills *Perception +3*
Senses *Blindsight 60 ft., Passive Perception 13*
Proficiency Bonus *+3*

Blood Frenzy. *The shark has advantage on melee attack rolls against any creature that doesn't have all its hit points.*

Water Breathing. *The shark can breathe only underwater.*

Bite. *Melee Weapon Attack: +9 to hit, reach 5 ft., one target. Hit: 22 (3d10 + 6) piercing damage.*

Encounter table Act 4



Aberrant Cultist
Small or Medium Humanoid, Neutral Evil
AC *14*
Initiative *+7 (17)*
HP *137 (25d8 + 25)*
Speed *30 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
10 (+0)	*19 (+4)*	*12 (+1)*	*16 (+3)*	*18 (+4)*	*15 (+2)*

Skills *Arcana +6, Perception +7, Religion +6*
Senses *Darkvision 90 ft., Passive Perception 17*
Languages *Common, Deep Speech; telepathy 30 ft.*

Actions

Multiattack. *The cultist makes two Tentacle Lash attacks. It can replace any attack with a use of Mind Rot.*

Spellcasting. *The cultist casts one of the following spells, using W isdom as the spellcasting ability (spell save DC 15):*

At will: *Detect Thoughts, Minor Illusion*

Tentacle Lash. *Melee Attack Roll: +7, reach 10 ft. Hit: 7 (1d6 + 4) Slashing damage plus 14 (4d6) Psychic damage. If the target is a Large or smaller creature, it has the Grappled condition (escape DC 14) from one of two tentacles, and it has the Restrained condition until the grapple ends.*

Mind Rot. *Wisdom Saving Throw: DC 15, one creature the cultist can see within 90 feet. Failure: 27 (6d8) Psychic damage, and the target has the Poisoned condition until the start of the cultist's next turn. Success: Half damage only.*
Reactions

Counterspell *(2/Day). The cultist casts Counterspell in response to that spell's trigger, using the same spellcasting ability as Spellcasting.*

Alhoon
Medium Undead, Any Evil Alignment
AC *15 (natural armor)* ***Initiative*** *+1 (11)* ***HP*** *120 (16d8 + 48)*
Speed *30 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
11 (+0)	*12 (+1)*	*16 (+3)*	*19 (+4)*	*17 (+3)*	*17 (+3)*

Skills *Arcana +8, Deception +7, History +8, Insight +7, Perception +7, Stealth +5*
Resistances *Cold, Lightning, Necrotic*
Immunities *Poison; Bludgeoning, Piercing, and Slashing from non-magical attacks; Charmed, Exhaustion, Frightened, Paralyzed, Poisoned*
Senses *Truesight 120 ft., Passive Perception 17*
Languages *Deep Speech, Undercommon, telepathy 120 ft.*

Traits

Innate Spellcasting *(Psionics). The alhoon's innate spellcasting ability is Intelligence (spell save DC 16). It can innately cast the following spells, requiring no components:*

At will: *detect thoughts, levitate*

1/day each: *dominate monster, plane shift (self only)*

Magic Resistance*. The alhoon has advantage on saving throws against spells and other magical effects.*

Spellcasting. *The alhoon is a 12th-level spellcaster. Its spellcasting ability is Intelligence (spell save DC 16, +8 to hit with spell attacks). The alhoon has the following wizard spells prepared:*

***Cantrips**: chill touch, dancing lights, mage hand, shocking grasp*

***1st level** (4 slots): detect magic, disguise self, magic missile, shield*

***2nd level** (3 slots): invisibility, mirror image, scorching ray*

***3rd level** (3 slots): counterspell, fly, lightning bolt*

***4th level** (3 slots): confusion, Evard's black tentacles, phantasmal killer*

***5th level** (2 slots): modify memory, wall of force*

***6th level** (1 slot): disintegrate, globe of invulnerability*

***Turn Resistance.** The alhoon has advantage on saving throws against any effect that turns undead.*
Actions

***Chilling Grasp.** Melee Spell Attack: +8 to hit, reach 5 ft., one target. Hit: 10 (3d6) cold damage.*

***Mind Blast** (Recharge 5–6). The alhoon magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 16 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.*

Bandit
Medium Humanoid *(Any Race), Any Non-Lawful Alignment*
Armor Class *12 (leather armor)* ***Hit Points*** *11 (2d8 + 2)* ***Speed*** *30 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
11 (+0)	*12 (+1)*	*12 (+1)*	*10 (+0)*	*10 (+0)*	*10 (+0)*

Senses *Passive Perception 10*
Languages *Any one language (usually Common)*

Actions
Scimitar. Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 4 (1d6 + 1) slashing damage.

Light Crossbow. Ranged Weapon Attack: +3 to hit, range 80 ft./320 ft., one target. Hit: 5 (1d8 + 1) piercing damage.

Bandit Captain
Medium Humanoid (Any Race), Any Non-Lawful Alignment
Armor Class *15 (studded leather)* ***Hit Points*** *65 (10d8 + 20)*
Speed *30 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
15 (+2)	*16 (+3)*	*14 (+2)*	*14 (+2)*	*11 (+1)*	*14 (+2)*

Saving Throws *STR +4, DEX +5, WIS +2*
Skills *Athletics +4, Deception +4*
Senses *Passive Perception 10*
Languages *Any two languages*
Proficiency Bonus *+2*

Multiattack. *The captain makes three melee attacks: two with its scimitar and one with its dagger. Or the captain makes two ranged attacks with its daggers.*

Scimitar. *Melee Weapon Attack: +5 to hit, reach 5 ft., one target. Hit: 6 (1d6 + 3) slashing damage.*

Dagger. *Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 5 (1d4 + 3) piercing damage.*
Reactions

Parry. *The captain adds 2 to its AC against one melee attack that would hit it. To do so, the captain must see the attacker and be wielding a melee weapon.*

Cult Fanatic
Medium Humanoid (Any Race), Any Non-Good Alignment
Armor Class *13 (leather armor)* ***Hit Points*** *33 (6d8 + 6)* ***Speed*** *30 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
11 (+0)	*14 (+2)*	*12 (+1)*	*10 (+0)*	*13 (+1)*	*14 (+2)*

Skills *Deception +4, Persuasion +4, Religion +2*
Senses *Passive Perception 11*
Languages *Any one language (usually Common)*
Proficiency Bonus *+2*

Traits

Dark Devotion. *The fanatic has advantage on saving throws against being charmed or frightened.*

Spellcasting. *The fanatic is a 4th-level spellcaster. Its spellcasting ability is Wisdom (spell save DC 11, +3 to hit with spell attacks). The fanatic has the following cleric spells prepared:*

Cantrips *(at will): light, sacred flame, thaumaturgy*

1st level *(4 slots): command, inflict wounds, shield of faith*

2nd level *(3 slots): hold person, spiritual weapon*

Multiattack*. The fanatic makes two melee attacks.*

Dagger. *Melee or Ranged Weapon Attack: +4 to hit, reach 5 ft. or range 20/60 ft., one creature. Hit: 4 (1d4 + 2) piercing damage.*

Eldritch Lich
Medium Undead, Typically Neutral Evil
Armor Class *17 (natural armor)* ***Hit Points*** *165 (22d8 + 66)*
Speed *30 ft.,* ***fly*** *30 ft. (hover)*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
11 (+0)	*18 (+4)*	*16 (+3)*	*19 (+4)*	*14 (+2)*	*12 (+1)*

Saving Throws *INT +9, WIS +7*
Skills *Arcana +14, Perception +7*
Damage Resistances *Necrotic, Poison*
Condition Immunities *Charmed, Exhaustion, Frightened, Paralyzed, Poisoned*
Senses *Truesight 120ft., Passive Perception 17*
Languages *Common, Deep Speech, Telepathy 120 ft.*
Proficiency Bonus *+5*

Far Realm Parasite. *Inside the lich's torso dwells a wormlike parasite that contains the lich's soul. When the lich dies, it implodes into the parasite, which then vanishes into the Far Realm. In 2d4 days, the parasite causes the lich to reappear within 1d4 miles of where it died. If the lich died inside a magic circle cast to contain Undead, the lich instead reappears as an otyugh with all the lich's memories.*

Legendary Resistance *(4/Day). If the lich fails a saving throw, it can choose to succeed instead.*

Unusual Nature*. The lich doesn't need air, food, drink, or sleep.*
Actions

Multiattack. *The lich makes one Parasitic Tentacle attack or uses Spellcasting. The lich also uses Psychic Whisper twice.*

Parasitic Tentacle. *Melee Weapon Attack: +9 to hit, reach 10 ft., one creature. Hit: 25 (6d6 + 4) piercing damage plus 25 (6d6 + 4) necrotic damage. The target must succeed on a DC 17 Constitution saving throw or be poisoned. The poisoned target can repeat the save at the end of each of its turns, ending the effect on itself on a success. The third time the target fails the save, the target dies and dissolves into a gibbering mouther that obeys the lich and uses the target's initiative.*

Psychic Whisper. *The lich targets one creature it can see within 120 feet of itself. The target must succeed on a DC 17 Wisdom saving throw or take 25 (6d6 + 4) psychic damage and be stunned until the end of the lich's next turn as incomprehensible whispers fill the target's mind.*

Spellcasting. *The lich casts one of the following spells, using Intelligence as the spellcasting ability (spell save DC 17):*

At will: *detect magic, mage hand, prestidigitation*

2/day each: *dispel magic, hunger of Hadar, lightning bolt*

1/day each: *arcane eye, dimension door, plane shift (self only)*
Reactions

Far Realm Step. *Immediately after taking damage, the lich, along with any equipment it is wearing or carrying, magically teleports up to 60 feet to an unoccupied space it can see.*

Mind Flayer Arcanist
Medium Aberration, Lawful Evil
AC *15 (breastplate)* ***Initiative*** *+1 (11)* ***HP*** *71 (13d8 + 13)*
Speed *30 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
11 (+0)	*12 (+1)*	*12 (+1)*	*19 (+4)*	*17 (+3)*	*17 (+3)*

Skills Arcana *+7, Deception +6, Insight +6, Perception +6, Persuasion +6, Stealth +4*
Senses *Darkvision 120 ft., Passive Perception 16*
Languages *Deep Speech, Undercommon, telepathy 120 ft.*

Innate Spellcasting *(Psionics). The mind flayer's innate spellcasting ability is Intelligence (spell save DC 15). It can innately cast the following spells, requiring no components:*

At will: *detect thoughts, levitate*

1/day each: *dominate monster, plane shift (self only)*

Magic Resistance. *The mind flayer has advantage on saving throws against spells and other magical effects.*

Spellcasting. *The mind flayer is a 10th-level spellcaster. Its spellcasting ability is Intelligence (save DC 15, +7 to hit with spell attacks). The mind flayer has the following wizard spells prepared:*

Cantrips *: blade ward, dancing lights, mage hand, shocking grasp*

1st level *(4 slots): detect magic, disguise self, shield, sleep*

2nd level (*3 slots): blur, invisibility, ray of enfeeblement*

3rd level *(3 slots): clairvoyance, lightning bolt, sending*

4th level *(3 slots): confusion, hallucinatory terrain*

5th level *(2 slots): telekinesis, wall of force*

Actions

Tentacles. *Melee Weapon Attack: +7 to hit, reach 5 ft., one creature. Hit: 15 (2d10 + 4) psychic damage. If the target is Medium or smaller, it is grappled (escape DC 15) and must succeed on a DC 15 Intelligence saving throw or be stunned until this grapple ends.*

Extract Brain. *Melee Weapon Attack: +7 to hit, reach 5 ft., one incapacitated humanoid grappled by the mind flayer. Hit: The target takes 55 (10d10) piercing damage. If this damage reduces the target to 0 hit points, the mind flayer kills the target by extracting and devouring its brain.*

Mind Blast *(Recharge 5–6). The mind flayer magically emits psychic energy in a 60-foot cone. Each creature in that area must succeed on a DC 15 Intelligence saving throw or take 22 (4d8 + 4) psychic damage and be stunned for 1 minute. A creature can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.*

Otyugh
Large Aberration, Neutral
Armor Class *14 (natural armor)* ***Hit Points*** *114 (12d10 + 48)*
Speed *30 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
16 (+2)	*11 (+0)*	*19 (+4)*	*6 (-2)*	*13 (+1)*	*6 (-2)*

Saving Throws *CON +7*
Senses *Darkvision 120 ft., Passive Perception 11*
Languages *Otyugh* ***Proficiency Bonus*** *+3*

Limited Telepathy. *The otyugh can magically transmit simple messages and images to any creature within 120 feet of it that can understand a language. This form of telepathy doesn't allow the receiving creature to telepathically respond.*

Multiattack. *The otyugh makes three attacks: one with its bite and two with its tentacles.*

Bite. *Melee Weapon Attack: +6 to hit, reach 5 ft., one target. Hit: 12 (2d8 + 3) piercing damage. If the target is a creature, it must succeed on a DC 15 Constitution saving throw against disease or become poisoned until the disease is cured. Every 24 hours that elapse, the target must repeat the saving throw, reducing its hit point maximum by 5 (1d10) on a failure. The disease is cured on a success. The target dies if the disease reduces its hit point maximum to 0. This reduction to the target's hit point maximum lasts until the disease is cured.*

Tentacle. *Melee Weapon Attack: +6 to hit, reach 10 ft., one target. Hit: 7 (1d8 + 3) bludgeoning damage plus 4 (1d8) piercing damage. If the target is Medium or smaller, it is grappled (escape DC 13) and restrained until the grapple ends. The otyugh has two tentacles, each of which can grapple one target.*

Tentacle Slam. *The otyugh slams creatures grappled by it into each other or a solid surface. Each creature must succeed on a DC 14 Constitution saving throw or take 10 (2d6 + 3) bludgeoning damage and be stunned until the end of the otyugh's next turn. On a successful save, the target takes half the bludgeoning damage and isn't stunned.*

Sahuagin
Medium Humanoid (Sahuagin), Lawful Evil
Armor Class *12 (natural armor)* ***Hit Points*** *22 (4d8 + 4)*
Speed *30 ft.,* ***swim*** *40 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
13 (+1)	*11 (+0)*	*12 (+1)*	*12 (+1)*	*13 (+1)*	*9 (-1)*

Skills *Perception +5*
Senses *Darkvision 120 ft., Passive Perception 15*
Languages *Sahuagin* ***Proficiency Bonus*** *+2*

Blood Frenzy. *The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.*

Limited Amphibiousness*. The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.*

Shark Telepathy. *The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.*

Multiattack. *The sahuagin makes two melee attacks: one with its bite and one with its claws or spear.*

Bite. *Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.*

Claws. *Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) slashing damage.*

Spear. *Melee or Ranged Weapon Attack: +3 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 4 (1d6 + 1) piercing damage, or 5 (1d8 + 1) piercing damage if used with two hands to make a melee attack.*

Sahuagin Baron
Large humanoid (sahuagin), lawful evil
Armor Class *16 (breastplate)*
Hit Points *76 (9d10 + 27)*
Speed *30 ft.,* ***swim*** *50 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
19 (+4)	*15 (+2)*	*16 (+3)*	*14 (+2)*	*13 (+1)*	*17 (+3)*

Skills *Perception +7*
Senses *darkvision 120 ft., passive Perception 17*
Languages *Sahuagin*
Challenge 5 (1,800 XP)

Blood Frenzy. *The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.*

Limited Amphibiousness*. The sahuagin can breathe air and water, but he needs to be submerged at least once every 4 hours to avoid suffocating.*

Shark Telepathy. *The sahuagin can magically command any shark within 120 feet of him, using a limited telepathy.*
Actions

Multiattack. *The sahuagin makes three attacks: one with his bite and two with his claws or trident.*

Bite. *Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 9 (2d4 + 4) piercing damage.*

Claws. *Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 11 (2d6 + 4) slashing damage.*

Trident. *Melee or Ranged Weapon Attack: +7 to hit, reach 5 ft. or range 20/60 ft., one target. Hit: 11 (2d6 + 4) piercing damage, or 13 (2d8 + 4) piercing damage if used with two hands to make a melee attack.*

Sahuagin Priest
Medium Humanoid (Sahuagin), Lawful Evil
AC *12 (natural armor)* ***Initiative*** *+0 (10)* ***HP*** *33 (6d8 + 6)*
Speed *30 ft.,* ***Swim*** *40 ft.*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
13 (+1)	*11 (+0)*	*12 (+1)*	*12 (+1)*	*14 (+2)*	*13 (+1)*

Skills *Perception +6, Religion +3*
Senses *Darkvision 120 ft., Passive Perception 16*
Languages *Sahuagin*

Blood Frenzy. *The sahuagin has advantage on melee attack rolls against any creature that doesn't have all its hit points.*

Limited Amphibiousness. *The sahuagin can breathe air and water, but it needs to be submerged at least once every 4 hours to avoid suffocating.*

Shark Telepathy. *The sahuagin can magically command any shark within 120 feet of it, using a limited telepathy.*

Spellcasting. *The sahuagin is a 6th-level spellcaster. His spellcasting ability is Wisdom (spell save DC 12, +4 to hit with spell attacks).He has the following cleric spells prepared:*

- ***Cantrips*** *(at will): guidance, thaumaturgy*
- ***1st level*** *(4 slots): bless, detect magic, guiding bolt*
- ***2nd level*** *(3 slots): hold person, spiritual weapon (trident)*
- ***3rd level*** *(3 slots): mass healing word, tongues*

Actions

Multiattack one with bite and one with claws.

Bite. *Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) piercing damage.*

Claws. *Melee Weapon Attack: +3 to hit, reach 5 ft., one target. Hit: 3 (1d4 + 1) slashing damage.*

Spectator
Medium Aberration, Lawful Neutral
Armor Class *14 natural* ***Hit Points*** *39 (6d8 + 12)*
Speed *0 ft.,* ***fly*** *30 ft. (hover)*

STR	***DEX***	***CON***	***INT***	***WIS***	***CHA***
8 (-1)	*14 (+2)*	*13 (+1)*	*13 (+1)*	*14 (+2)*	*11 (+0)*

Skills *Perception +6*
Condition Immunities *Prone*
Senses *Darkvision 120 ft., Passive Perception 16*
Languages *Deep Speech, Telepathy 120 ft., Undercommon*
Proficiency Bonus *+2*

Bite. *Melee Weapon Attack: +1 to hit, reach 5 ft., one target. Hit: 2 (1d6 − 1) piercing damage.*

Eye Rays. *The spectator shoots up to two of the following magical eye rays at one or two creatures it can see within 90 feet of it. It can use each ray only once on a turn.*

Confusion Ray. *The target must succeed on a DC 13 Wisdom saving throw, or it can't take reactions until the end of its next turn. On its turn, the target can't move, and it uses its action to make a melee or ranged attack against a randomly determined creature within range. If the target can't attack, it does nothing on its turn.*

Paralyzing Ray. *The target must succeed on a DC 13 Constitution saving throw or be paralyzed for 1 minute. The target can repeat the saving throw at the end of each of its turns, ending the effect on itself on a success.*

Fear Ray. *The target must succeed on a DC 13 Wisdom saving throw or be frightened for 1 minute. The target can repeat the saving throw at the end of each of its turns, with disadvantage if the spectator is visible to the target, ending the effect on itself on a success.*

Wounding Ray*. The target must make a DC 13 Constitution saving throw, taking 16 (3d10) necrotic damage on a failed save, or half as much damage on a successful one.*

Reactions

Spell Reflection. *If the spectator makes a successful saving throw against a spell, or a spell attack misses it, the spectator can choose another creature (including the spellcaster) it can see within 30 feet of it. The spell targets the chosen creature instead of the spectator. If the spell forced a saving throw, the chosen creature makes its own save. If the spell was an attack, the attack roll is rerolled against the chosen creature.*